

| eViewJPanel | SimulationView - | StationView - |
|-------------|---------------------|---------------|
| ueViewText | StartButton | TextView |
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Bearbeitet Bearbeitet

ProcessStation

ArrayList<SynchronizedQueue>: inComingQueues ArrayList<SynchronizedQueue>: outGoingQueues double: troughPut

void: create(...);

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void: handleObject(...);

SimpleStation

SynchronizedQueue: inComingQueue SynchronizedQueue: outGoingQueue

SynchronizedQueue

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TheObject

boolean: work(); void: enterInQueue(); void: enterOutQueue();

SteuerLogik

SteuerLogik(...); void: create(...);

SteuerLogik: getSteuerLogik();

void: act();
void: run();

istener

void: updateAmpeln(...);

void: updateWellenGenerator(...);

boolean: work();

WellenGenerator

WellenGenerator(...);

void: create(...);

WellenGenerator: getWellenGeneratorbyLabel(...); Collection<TheObject>: getNextInQueueObjects(); Collection<TheObject>: getNextOutQueueObjects();

ArrayList<TheObject>: getNextWave();

void: handleObject(...); void: handleObjects(...);

void: sendWave();
boolean: work();

Simulation

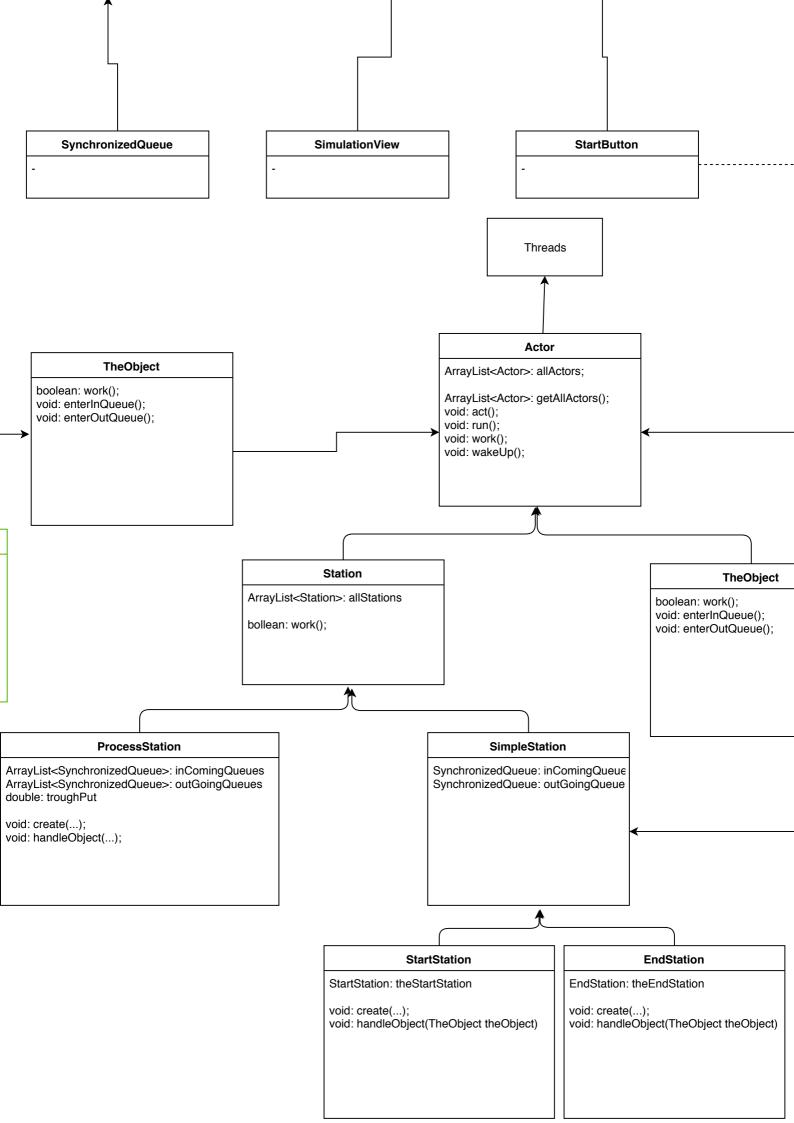
AtomicLong: clock void: main();

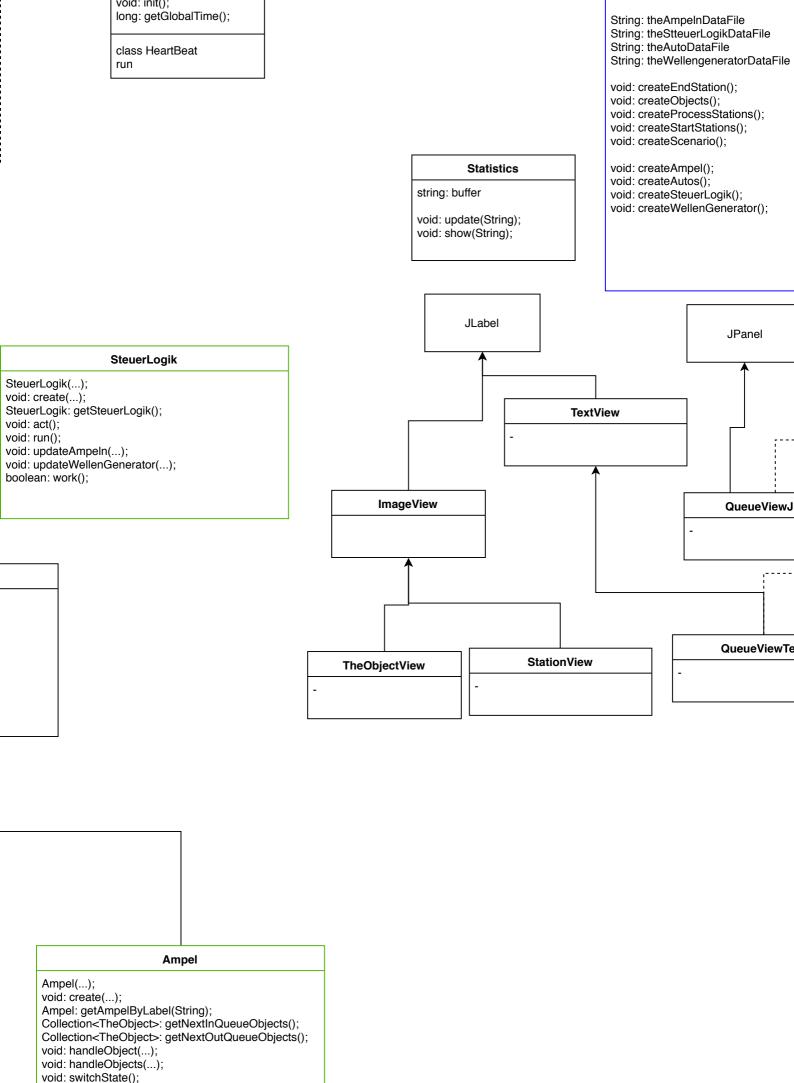
Factory

String: theObjectDataFile String: theStationDataFile String: theStartStationDataFile String: theEndStationDataFile

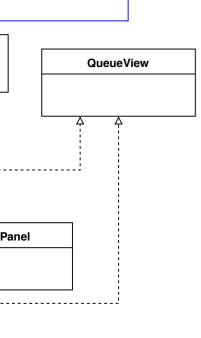


Auto Auto(...); void: create(...); void: enterInQueue(...); void: enterOutQueue(...);





boolean: work();



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WellenGenerator

WellenGenerator(...);

void: create(...);

WellenGenerator: getWellenGeneratorbyLabel(...);

Collection<TheObject>: getNextInQueueObjects();

Collection<TheObject>: getNextOutQueueObjects();

ArrayList<TheObject>: getNextWave(); void: handleObject(...); void: handleObjects(...); void: sendWave(); boolean: work();